

O R P H A N S O N

of
The Podunk News

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Orphan Son of the Podunk News is a feud free zine which runs orphaned Diplomacy and Gunboat games. Other games run based on player interest. Diplomacy is a trademark of the Avalon Hill Game Co., Baltimore, MD. Subs: 50 cents per issue (60 cents to Canada, \$1.00 overseas air). No game fees. Payment in US funds please. Articles receive \$2.00 sub credit. Deadlines posted by GM.

Openings: NONE. Please note, the Civilization game, Guest GM'ed by Mike Puffenberger has filled. Players are: Andrew York, David Senzig, Douglas Kent, Mike Scott, John Chapman, and Bob Theriault. Please see details in "Wiretap", "Mail Call", and throughout this issue.

Standbys: Acheson, Garrett, Hunt, Kent, Reynolds, Schultz, Senzig, Wranovix, York, 4 Gunboat. Standbys are currently needed for Civilization. Please pass the word and be one of those 1000 points of light.

Collect Calls: White, Lounsbury.

Wiretap 59

The Civilization game has filled. As a result, Mike Puffenberger has provided a lengthy explanation of how the game will be run. As a result, many of the normal features will be dispensed with this issue.

All Civilization players are asked to send Mike a list of country preferences for next issue. The game will begin next issue.

Mike Scott wishes to know if Mike P has a FAX machine where orders could be sent. He also offers Mike P any of his information re: running Civilization by mail.

Andy, please keep me up to date on who is playing each position in the Gunboat game. In case anything ever happened and you were unable to continue GM'ing, I would need to know in order to take this game over.

Issue 9 of The Curator is out. This is Jim Meinel's flyer for his preparation of the Encyclopedia of Postal Diplomacy Zines. Jim has several questions which remain unanswered. In addition, he is accepting orders for copies of the Encyclopedia. The price is \$12 for US and Canada, \$20 overseas. He plans to mail out the final result on July 31. This is a prodigious project, and Jim has gone to a lot of effort. Remaining questions:

Wiretap 59 (Continued):

1) What does AHIKS stand for? 2) Who published subzines "Bahnoff Zoo" and "Debi's Filler" in Europa Express? 3) Most recent issue number and date for PBEM zines The Armchair Diplomat and Electronic Protocol. 4) What year did Randolph Smythe become Runestone Poll custodian? 5) List all subzines and editors that appeared in Whitestonia/Kathy's Korner. 6) Month and year Mark Berch's Son of Lexicon came out. 7) The year the variant games numbering system was recodified. 8) Write ups for Northern Flame and Irksome!. 9) Month and year Phil Reynolds took over Pontevedria and how many issues he has put out.

10) Month and year Lee Kendter Jr took over Alpha & Omega from Lee Kendter Sr. 11) Is there an official Hobby Ombudsman right now? 12) How many issues of Scott Hanson's Big Hits of Mid-America came out? Jim knows of 8 issues, but Scott did not number them sequentially. Last known issue was 4/9/88 (labeled 1988 #3). 13) How many issues were there of Larry Peery's Black and Blue Book and what date was the last issue? 14) Brad Wilson's Born to Dip started in 1980 and had 4 issues. Did he rename BDT to Vertigo? 15) Date started and last issue of Phyllis Caruso's (Kathy's daughter) Byrne Syndrome. 16) Did Dennis Agosta publish more than one issue of Command when he restarted the zine in December, 1985? 17) Costaguana had 5 starts and stops over the years. Does anyone know the month and year of each stop and start? Jim knows of 4/65 - 10/66 and 2/68 - ?. 18) What month did Diplodocus start in 1986? Dan Stafford's Diplomacy by Fluorescence in 1981? Eric Ozog's Diplomacy by Moonlight in Claw & Fang in 1979? Guy Hail's Great War in Modern Memory in 1980? 19) Need data on Matt Gallagher's PBEM zine The Dippy Doings and on The Eccentric Diplomat, the PBEM zine on Compuserve.

20) Date and last issue number of Steve Cooley's Dragnet. 21) Did Charles Spiegel ever publish a zine titled 8th Stab? It was mentioned in a zine in 1976. 22) Dates and city for Gregg Dick's GD Diplomacy. 23) Dates, issues, and city for Fred Hyatt's 1970's run of The Home Office. 24) Most recent issue # of Mark Larzelere's Massacre by Treachery (now called Where is Kevin Tighe?). 25) City and number of issues of Ed Bapple's Migraine. 26) Dates and issue numbers of Keith Sherwood's orphan zine Obla Di Obla Da. 27) Date and issue # of Quinipique's last issue. 28) Date Robert Sacks started Known Game Openings. 29) Write ups for Praxis and Retaliation.

30) Date Mike Barno took over The Shogun's Sword (around 1981). 31) Number of issues of Jim Williams' Straight From the Dimmer's Mouth. 32) Does anyone definitely know who faked Zine Register #17? 33) If you are providing a write up, it will have a better chance of getting into the Encyclopedia's current edition if you submit it on a computer disk, Word Perfect or convertible software, please.

Zine Register #20 is out. Published by Garret Schenck, issue #20 is 76 pages long and is available for \$2.50. I would appreciate it if someone could send me a copy of the review for OS, since I don't trade with Garret. I like to keep my sub list short; it's easier to put out the issues that way.

Gary Behnen reports a few differences between what will happen at DipCon and what I reported second hand last issue. Saturday is an open day for people at the Con, with a Dip round Saturday evening. Kansas is no longer "dry" (since

Wiretap 59 (Continued):

'86 or '87), so adult beverages are readily available. The Royals game on Saturday is a 12 noon affair, thanks to the TV 'gods' who felt that everyone would want a nap that afternoon (yes, I'm a die hard Cardinals fan). Will you be coming by yourself? Will you spend a day or two at PoolCon afterwards?

((Thanks for the extra info Gary. The whole family will be coming, but we are unable to attend PoolCon. We'll be heading to my sister's house for a few days immediately after DipCon.))

Mail Call 14

David Orne: It's impressive that your son is an Empire Builder banker at 6, though you should know to expect fast development from anyone named David. I suppose you're using the game to teach him the value of a million dollars. Lori wanted me to ask Dan Hanson why the system Japanese lawyers use could not work in the US. It's not so obvious as he might think. Hopefully next time I write, I'll have some baby and/or career news.

((Well Dan? As for David, with a little help building track to the right places, he promptly beat me twice at my new birthday present, Eurorails. On his third game, he got bored early and quit. There's too much to do at Grandma and Grandpa's house.))

Andy York: I'll drop Dan Hanson a note about Star Trek, with info on various fan clubs and organizations. I'll send anyone a LONG list of fan clubs and addresses for a long SASE and 52 cents postage. For those interested, write to the organizations first to verify current sub rates and whether the group is still active.

For Star Trek scripts, you need to write for submission guidelines. Star Trek is one of the very few shows that accepts scripts from anyone, not just from people with agents. Write to: Star Trek, TNG Scripts, 5555 Melrose Dr, Los Angeles, CA 90038, Attn: Eric Stillwell. He was in charge of that section, but just left the show, however, it should help route the letter. Enclose a long SASE with 52 cents postage.

Fred is incorrect, Picard IS French. He is just played by an English actor. As stated by others before, the concept of "Number One" has been with Star Trek since the first pilot, played by Majel Barrett, now better known as Luxwanna Troi, Nurse Chapel, and Roddenberry's wife. On Kirk's Enterprise, the 1st officer position was part of Spock's dual position. He was primarily Science Officer, and secondarily was the First Officer.

((One of these issues I am going to run a parody of Orphan Son, which Dan wrote several months ago. It's a bit dated, but should generate a few chuckles from folks. It had me in stitches.))

Note to Douglas Kent (and anyone else interested): I have no problems with sending stamps and will give full sub credit, rounded to the nearest issue. Of course, that assumes you will send me US stamps!

Mail Call 14 (Continued):

John Chapman: As I understand it, in Gunboat with press, you mail the GM what you want printed and sent out to everyone as part of the game results, kind of like a newsletter. In without press, you are simply playing blind, you have no idea what the other people want to do.

In Civilization, I'm hoping you will be using the new advanced civilization cards. I like the idea that everyone can get all of the cards, and I like the new civilization categories such as Religion. How do we know what countries we'll get?

How do I get a sub to OS? Do I send in 50 cents each issue, or do you have another way? I'll be moving back to Joplin in July or early August and will let you know my new address.

((Your understanding of Gunboat with and without press is correct. I hope that Mike's rules later in this issue spell out the details on Civilization. He will be the person to forward additional questions to on that subject. As stated, send your country preferences to him by next issue and he will assign the countries accordingly. To sub to OS you can send me any multiple of 50 cents. I have people who send in as much as \$10 at a time, and as little as \$2. \$10 gets you 20 issues, regardless of what happens to postage rates.

((Folks, feel free to use OS as a forum to ask about things you don't understand. Sometimes newer hobby members get left to fend for themselves, when a simple question would let them feel more like they belong. This hobby will only grow if we can bring people into the fold. By leaving people in the dark on things, we encourage them to drop out. Hopefully, that won't happen in OS.)

Cal White: I'm giving a seminar on publishing at DipCon. Do you have any suggestions on possible topics? Would you like to sit in on it with me? It would be nice to have another 'veteran' to work with. List of possible topics:

To Publish or Not to Publish?	Computers: Necessary or Not?
Games v Chat	(Re)Production Methods
Time Factors	Costs Involved
Running Games: Dip v Non Dip	Reg Dip v Variants
Sub Fees	Trades v Mutual Subs
How to Perpetuate the Letter Col	Internal and External Articles
Question and Answer Period	

((I'll be happy to join you for the session. As for additional topics, I would add: Causes of Burnout, When Are There Too Many/Too Few Games, Hobby Feuds, and maybe GM and Player Ethics. If anyone has any other ideas, how about dropping Cal a line or mentioning them to him at the Con?))

Ron Newmaster: As a CPA, do you have an opinion on the sanctity or secureness of FAX messages? Presumably you accept FAX orders for Diplomacy games you GM. Is there any security to using this method to submit orders? I think it would be easy to tape an opponent's valid signature to a bogus set of orders and FAX it in. Any comments?

((Ron also sent a lengthy article on the subject, which will not be reprinted here. Yes, I accept FAX orders, and I believe it is possible to forge a set of orders. For those using the FAX, I would suggest submitting the orders in your

Mail Call 14 (Continued):

own hand writing, rather than type written. If there are ever any problems with this method, I will stop allowing such orders. However, I hope that the players in OS will use at least a tiny amount of personal ethics and that they won't try forging orders. If caught, players WILL be expelled from their games in OS and will forfeit their sub credit. I expect that this will not be a problem.))

Mike Puffenberger: Mary finished the enclosed crossword puzzle. She found it a bit more difficult than the first two. What does she win? (Remember, this is a woman who feels gamers are slightly lower in social respectability than confessed chain saw murderers of infants.)

Jean-Luc Picard IS French. He was born and raised outside the village of Leva (don't ask me where that is on a map). His older brother runs the family business, one of the few remaining traditional wineries. Majel Barrett may have lost the role of 1st Officer, and may have settled for being a nurse on Star Trek, but she has gotten revenge as Troi's mother in TNG. She is the only person in the universe who, at the very mention of her name, can cause a Federation flagship Captain to sweat and order an immediate 180 degree turn at warp 9.5 in order to avoid her. Not even the Borg can do that.

As for the Civilization game, I have sent everything except the player turn sheet, which will go out when the game starts next issue. I am not sure how well the map will copy, but each player will receive a copy before the game starts.

I will try to use 4 week deadlines between issues, and hope to have a Civilization turn in each issue. If that proves impossible as a result of your publishing schedule, then we will have one turn every other issue.

I will be going to AndCon, AvalonCon, GenCon, and MichiCon, but definitely not DipCon. I've been trying to figure out a way to get to Denver, but so far no luck. The only way now is if One Lap comes that way again or if the Denver region decides to put on a championship rally.

Things are going well lately. Mary is a delegate and Rules Committee member for the UAW National Convention in mid June. Then she has a 6 week teaching fellowship at the UAW Education Center in northern Michigan in July and August.

I finished second in the SCCA National Touring Rally Championship last year and we are 2nd so far this year and hoping to win the championship.

Jonathon will start training soon. He had surgery in September, is only now healed well enough to start racing again. We aren't going to Barcelona this year, but he still has a legitimate shot at 3 more Olympics if he wants to try.

((Re: the Crosswords. This is the second time that pesky question "what do I win?" has come up. Unfortunately, I have no bright ideas. Would anyone like to offer some suggestions? Hopefully, Mary's opinion of gamers does not extend to her husband, Mike!))

WISER, LOUNSBURY TO WED

((As some of you may have noticed, Carla Wiser was married last month and is now Carla Lounsbury. At my request, Carla was gracious enough to provide the following relating to her wedding. By the way, one of the things I've always wanted to do is be an air traffic controller. So which of you is the better controller?!))

What a great thing to be married! Although I'm glad I waited for the right one. I met Lincoln Lounsbury almost 2 years ago when we both lived and worked in San Jose. We're both air traffic controllers and had talked to each other via Interphone several times, but we worked in different towers. A mutual friend introduced us at a baseball game and we've been together since.

About a year ago we both transferred up to the north bay. Lincoln works at Oakland Airport and I'm at San Francisco Airport. This way we can watch each other across the bay.

We were engaged last May. I really wanted to get married in my home town of Raleigh, North Carolina. We were both entering new training programs so we decided to wait until this year. Our families got plenty of notice.

They needed it though. Lincoln is one of 6 kids. Both of our families are all over the USA and the world. Linc's brother is in England and my dad is in India.

Everyone showed up and we had a fabulous time. There were a series of parties and reunions throughout the weekend. We were married on May 2. After a honeymoon in Disney World (we loved it!), we're back home enjoying married life.

(Carla Lounsbury)

Mailing List

1. Bob Acheson - #1510 - 10883 Saskatchewan Dr, Edmonton, Alberta T6E 4S6 CANADA
2. Lance Anderson - 696 Fox Ave #100, Lewisville, TX 75067
3. Gary Behnen - 13101 S Trenton, Olathe, KS 66062
4. John Chapman - 2521 Olympic, Yukon, Oklahoma 73099
5. Fred Davis - 3210 K Wheaton Way, Ellicott City, Maryland 21043
6. Stephen Dorneman - 99 Pond Ave #200, Brookline, MA 02146
7. Dave Elliott - 51 Findlay Blvd, Downsview, Ontario M3H 3L8 CANADA
8. Greg Fairrow - 9212 Shortridge Ave, St Louis, MO 63144
9. Jack Garrett - 481 W Lincoln Dr, Greenville, Ohio 45331
10. Andreas Gomolka - Vordere Bleiweisstrasse 22, W-8500 Nürnberg 40, GERMANY
11. Dan Hanson - 10540 Juan Calle, Clive, Iowa 50325
12. Melinda Holley - P O Box 2793, Huntington, West Virginia 25727
13. Mike Hunt - % Mental Health Clinic, 350 Cheadle St West, Provincial Bldg, Swift Current, Saskatchewan S9H 4G3 CANADA
14. Douglas Kent - 54 W Cherry St #211, Rahway, NJ 07065
15. Kevin Kinsel - 21561 Oakbrook, Mission Viejo, California 92691
16. Andy Lischett - 2402 Ridgeland Ave, Berwyn, Illinois 60402
17. Carla Lounsbury - 438 Downen Pl, Hayward, California 94544
18. Jim Meinel - 2801 Pelican Dr, Anchorage, Alaska 99515-1364
19. Mike Nangle - 1334 Commonwealth Ave Apt 14, Allston, MA 02134-3916
20. Ronald Newmaster - 37 George Cir, Mechanicsburgh, Pennsylvania 17055
21. David Orne - 27 W 11th St, 2nd Floor, Newport, KY 41071

Mailing List (Continued)

22. Dave Palmer - 112 Cane Dr, Lafayette, Louisiana 70508
 23. Larry Peery - Diplomacy Archives, P O Box 620399, San Diego, California 92162
 24. Mike Puffenberger - P O Box 22, Fostoria, Ohio 44830-0022
 25. Phil Reynolds - (Through 7/17) USF #4270, 4202 Fowler Ave, Tampa, FL 33620
(7/18 - 8/15) 2896 Oak St, Sarasota, FL 34237
(After 8/15) USF #4286, 4202 Fowler Ave, Tampa, FL 33620
 26. Garret Schenck - 40 3rd Pl, Basement Apt, Brooklyn, NY 11231-3302
 27. John Schultz - P O Box 41-19390, ICH 308, Michigan City, Indiana 46360
 28. Mike Scott - 857 N Greenpark Ave, Covina, CA 91724
 29. David Senzig - 7046 Christmas Ln, Grand Rapids, Michigan 49548
 30. Dwayne Shreve - 739 Union Church Rd, Elkton, Maryland 21921
 31. Larry Stone - 137 E 17th St #302, Minneapolis, Minnesota 55403
 32. Bob Theriault - 156 Lyman St Ext, Westbrook, Maine 04092
 33. Russ Wallace - P O Box 256, West Lynn, MA 01905
 34. Earl Whiskeyman - 27 Mark St, Milford, Connecticut 06460
 35. Cal White - 1 Turnberry Ave, Toronto, Ontario M6N 1P6 CANADA
 36. Frank Wranovix - 710 N Belvedere, Memphis, Tennessee 38107
 37. Andy York - P O Box 2307, Universal City, Texas 78148-1307
-

1989 IC - "The Furies" (Moire)
Winter, 1907/Spring, 1908

FRENCH MISSTEP PUTS GAT IN DRIVER'S SEAT

Aus: (Orne) A Ven R-Pie. A Pie-Tus, A Boh-Tyl, A Rum//H, A Tri//H (S A Ser),
A Tyl-Pie.
Fra: (Lounsbury) No Builds. Playing 2 units Short. A Mar//H, F Spa(SC)-Mid,
A Yor//H, A Bur-Mun (NSU), A Ruh S A Bur-Mun (IMP), A Hol S A Ruh,
F Tun//H (DIS R-NAf, Wes, OTB), F Nth-Hel, F Nwy//H (DIS R-Ska, Nth, Bar,
OTB), F Nrg S F Nwy, F Lyo-Tyn, F Eng-Nth (NSU).
Ger: (Hunt) A Mun-Sil, A Sil-Ber, A Kie-Mun, F Ber-Kie (S A Den), F Swe-Nwy
(S A Fin, S A StP).
Ity: (Garrett) Rem F Apu. A Rom S A Ven, F Adr-Tri (S A Ven).
Tur: (Reynolds) B F Smy. F Smy-Aeg, A Syr-Smy, F Tyn-Tun (S F Ion),
A Bul//H.

Press:

Aus-Itly: Resistance is futile. Assimilation is inevitable.
Aus-Tur: I'd rather lose momentum than Rumania.

GM to All: We have a proposal for a concession to France. Please vote with
your next orders. NVR = Yes. NMR = No.

Please note Phil Reynolds addresses through the summer:
Through July 17: USF #4270, 4202 Fowler Ave, Tampa, FL 33620. (813) 979-0523.
7/18 - 8/15: 2896 Oak St, Sarasota, FL 34237. (813) 953-6952.
After Aug 15: USF #4286, 4202 Fowler Ave, Tampa, FL 33620. (813) 972-2433.

Fall, 1908 moves are due July 17, 1992.

1990 IZ - "Rosh Hanikra" (Hagalil Hamaarvi)
Winter, 1907/Spring, 1908

F-I-T DUEL SHAPING UP

Eng: (Holley) Rem A Yor. F Edi S GERMAN F Den-Nth (NSO).
Fra: (Elliott) B A Par, B A Mar. A Par-Pic, A Mar-Bur, A Bel-Hol, F Nat-Nrg,
F Lon-Yor, A Kie-Den (S F Nth), A Ruh-Kie (S A Mun), F Lvp-Cly, F Iri-Mid.
Ger: (Senzig) Playing One Short. F Nwy-Nth (S F Den).
Ity: (Hunt) A War R-Lvn. B A Rom. A Rom-Ven, A Lvn-War, A Rum-Ser
(S A Tri), A Ven-Tyl, F Adr S A Tri.
Rus: (Anderson) Rem F Ber, Rem F Con. A Vie S A Bud, A War S A Ukr,
A Gal-Rum (S A Bud), A Ukr S A Gal-Rum (DIS R-Gal, OTB), A Ser S A Gal-Rum
(DIS R-Alb, OTB), A Sil-Boh, F StP(NC)//H.
Tur: (York) B A Smy. A Smy-Ank, A Sev-Ukr (S A Mos), F Bul(SC)//H, F Gre//H.

Press:

Rus-Fra: Well done - you've got no enemies and nothing but blue skies. As for me - WAAAH!

Ger-Rus: When I said hay maker I figured an offensive move, I didn't expect your troops to go home to make hay. PS - We are working on a secret weapon in Norway. Don't let France know.

Den-Kie: They didn't like the Copenhagen-Berlin Canal proposal because they couldn't find anyone who could part the waters.

GM to All: Vote on RF draw was 2 Yes, 1 No, 3 NVR. The draw has been repropoed. Please vote with your next orders. NMR and NVR = YES on this vote.

We also have a proposed concession to France and an FIRT draw. Please vote with your next orders. NVR = YES, NMR = NO on these votes.

Fall, 1908 moves are due July 17, 1992.

1990 HW - "Hari Seldon" (When the Lights Went Out...)
Fall, 1904

ALL REMAIN IN THE HUNT, F R T UNDER PRESSURE

Aus: (White) F Alb-Ion, A Gal S A Rum, A Gre-Bul (S A Rum, S A Ser).
Eng: (Schultz) F Lon-Nth, A Edi-Yor, F Nwy-Bar, A Den-Nwy (C F Ska),
A Swe-Fin.
Fra: (Shreve) A Bel S A Bur, F Mid S F Spa(SC), A Bur S A Bel (DIS R-Par,
OTB), A Pic S A Bel, A Gas-Mar (S F Spa(SC)).
Ger: (Acheson) A Mun-Bur (S A Ruh), F Nth-Bel (S A Hol), F Hel-Kie.
Ity: (Reynolds) F Lyo S A Mar, A Pie S A Mar, F Wes-Spa(SC) (S A Mar).
Rus: (Garrett) A Sev-Rum, A StP//H, A Mos-War, F Bot-Bal.
Tur: (Hunt) A Arm//H (unordered), A Bul S RUSSIAN A Sev-Rum, A Con S A Bul,
F Bla S RUSSIAN A Sev-Rum.

1990 HW (Continued)

Supply Centers:

A: Home, Ser, Gre, RUM	; 6 ; +1.
E: Home, Nwy, Swe, >stp<	; 5 ; -1.
F: Bre, Par, >mar<, Spa, Por, Bel	; 5 ; -1 or Even DOR.
G: Home, Den, Hol	; 5 ; Even.
I: Home, Tun, MAR	; 5 ; +1.
R: Mos, War, Sev, STP, >rum<	; 4 ; Even.
T: Home, Bul	; 4 ; Even.

Press:

Ity - Fra: "Devious, unreliable, and duplicitous." Well, 2 out of 3 aren't bad! Moreover, they seem to be working! Just remember - you are the unreliable one. It was your surprise attack several turns ago that precipitated our war.
Ity - Eng: Here's an idea for you John - why don't you come down here and stop me? Of course, you'd have to stomp France first to get through, but I don't mind!

Ity - Aus: Uh-huh.

Ity - Rus: Nice!

Ity - Tur: Tough guy, eh?

Ity - Ger: No, no... help ME against France!

Ger - Eng: Certainly wouldn't hurt you to spend 40 cents.

Ger - Fra: He never once sent me a letter saying stab France (stab England, but that's besides...)

Ger - Ity: I expect to be in Burgundy this fall, so write quick.

Ger - Ity: IA draw, please Phil, how about Germany-Austria?

Aus - Rus: Gracias, amigo.

Aus - Ity: I sure hope you don't feel nervous about me being in the Ionian. Obviously, the fleet is headed to Eastern Med next turn.

Eng - Ger & Rus: All this guess work is killin' me. Be gentle... wouldja?

Eng - Rus: Never is a long long time. Are you absolutely sure you mean that... never?

Eng - Ity: Right... rethink my strategy. Is that anything like toady Italy to a victory?

Eng - Tur: I never figured Russia and Austria, but I shoulda. A calculator wouldn't hurt up here in the northwest either.

GM to All: The vote on the IA draw was 0 yes, 5 no, 2 NVR. Folks, it's 1904. Perhaps it's a bit early to be proposing draws, particularly if the proposer doesn't intend to vote yes. Just a suggestion.

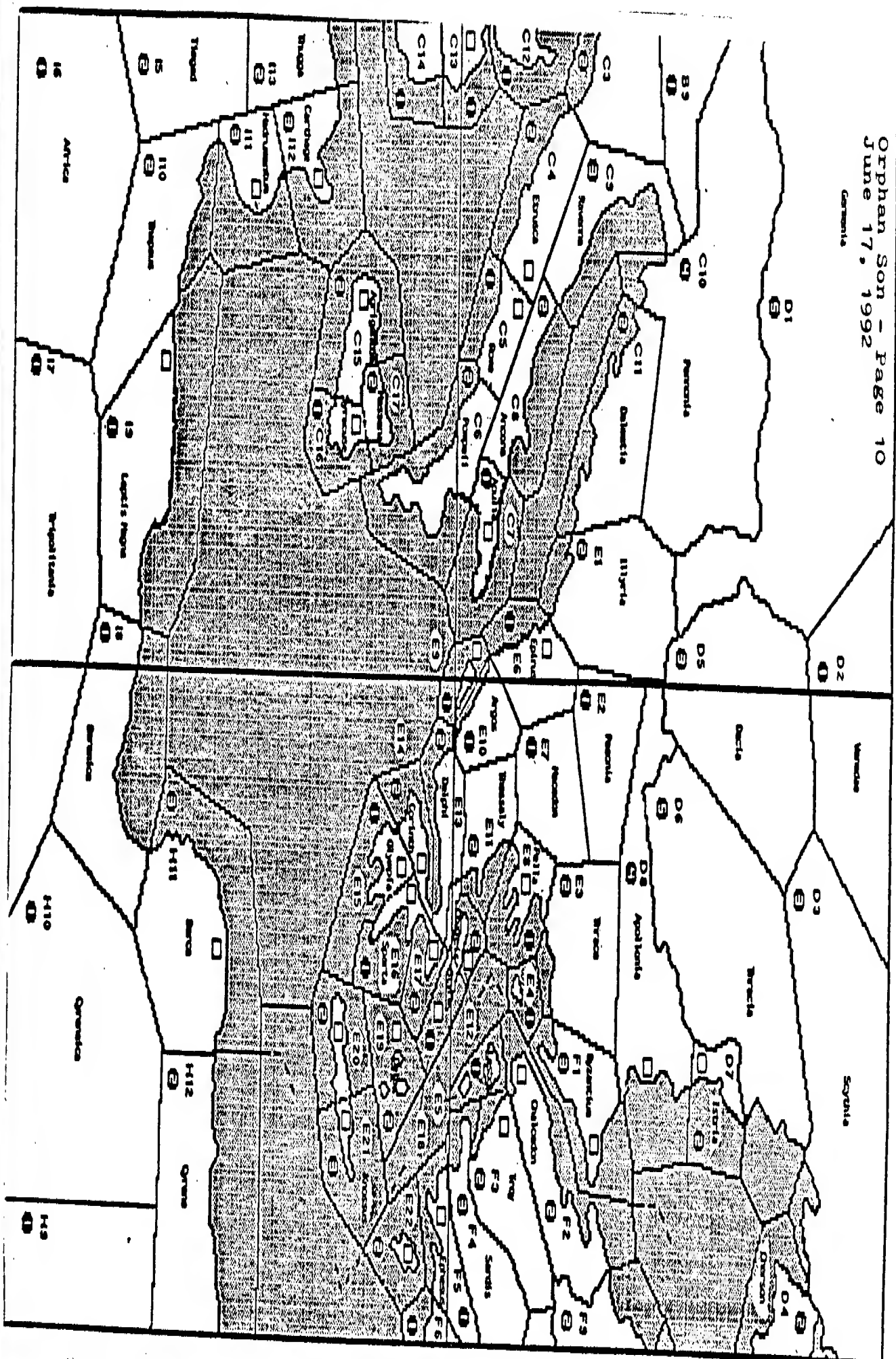
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Winter, 1904/Spring, 1905 moves are due July 17, 1992.



1989 Erb (Gunboat) - "Sa'ar" (Hagalil Hamaarvi)
Winter, 1911/Spring, 1912

GERMAN GAMBLE APPEARS TO PAY OFF

Aus: Rem A Pie, Rem F Gre. A Tyl-Vie (S A Boh, S A Tri), A Ven S A Tri.
Eng: F Hel//H, F Mid-NAf, F Iri-Mid.
Fra: A Mar-Spa (S A Gas), F Bre-Mid, A Bur S GERMAN A Mun (OTM).
Ger: Playing One Short. A Ruh-Kie, A Kie-Lvn (C F Bal), A Mun-Ber,
A StP S A Kie-Lvn, F Swe-Bot.
Ity: NMR! F Por//H, F Spa(SC)//H (DIS R-OTB, No Retreat Available).
Tur: B A Con, B F Smy. A Con-Bul, F Smy-Aeg, A Ser-Tri (S A Bud), A Ber//H
(S A Pru, S A Sil), A Gal-War, A Mos-StP, F Nap-Apu, F Rom//H, F Tus-Lyo,
F Ion-Tun, F Wes-Mid.

Press:

Tur-Aus: Yes, I know you could have taken Rome. There's nothing I can do about your choice of actions, other than ask for your assistance in eliminating Austria. Please maintain your frontal assault - I will soon need it.

Tur-Fra: Our fate is in the hands of our neighbor, and it's a win-no win situation.

Ger-Eng: Please don't grab one of my centers. We're moving against the powers that are winning. Move south!

Fra-Ity: Sorry guy, but all bets are off now. Your presence is no longer necessary and I can use another unit.

Fra-Eng: If I didn't take Spa this turn, I'd appreciate it if you'd attack Por in the Fall to cut support. In return, I will support you into Por next year.

Fra-Ger: Let's carry the fight to the Turk, shall we?

Fra-Aus: Well, you certainly can't say you weren't warned. Help us stop the Turk and all will be forgiven.

Fra-Tur: Well played sir/madam! While I'll be trying my hardest to deny you the victory, I admire you for at least trying for the win. Salut!

GM to All: Vote on concession to T: 3 Yes, 2 No, 1 NMR, 0 NVR. The concession is repropoed. Please vote with your next orders. NVR & NMR = YES on this vote.

We also have a proposed TG draw, and a proposed ATG draw. Please vote with your next orders. NVR = YES, NMR = NO on these votes.

With Italy at one center, I will not call for a standby. If Italy misses moves next turn, it will be placed in Civil Disorder.

Fall, 1912 moves are due July 17, 1992.

1990 AB - "Relayer" (Moire)
Fall, 1906

ITALY CONTINUES POWERFUL ADVANCE

Aus: (Hunt) A Ber-Mun.
Fra: (York) A Bur-Mar, F Pic-Eng, A Mun-Ber (DIS R-OTB), A Ruh-Kie (S A Hol),
F Eng-Mid, F Edi//H, A Yor-Nwy (C F Nth), F Nrg S A Yor-Nwy.
Ger: (Garrett) A Hol R-Kie. F Hel-Hol (S A Kie).
Ity: (Kinsel) A Pie-Mar, F Tus-Lyo, F Tyn-Wes, A Bul S A Rum, F Tun-NAf,
A Rum S AUSTRIAN A Ber (IMP), A Sil-Mun (S A Boh, S A Tyl), A Ser-Bud,
F Con-Ank (S F Bla), F Smy S GERMAN F Hel (IMP).
Rus: (Holley) A Sil R-Pru. A Sev S A Ukr, A Mos S A Sev, A Ukr S A Gal,
A War-Sil (S A Gal, S A Pru), F Nwy//H (DIS R-Swe, Ska, Bar, StP(NC), OTB).
Tur: (Wranovix) A Ank-Con (DIS R-Arm, OTB).

Supply Centers:

A: Ber	; 1 ; Even.
F: Home, 3 England, Spa, Por, Bel, >mun<, NWY, HOL	; 11 ; +2.
G: >hol<, Kie	; 1 ; -1.
I: Home, 3 Austria, Tun, 4 Balkans, Con, Smy, ANK, MUN	; 15 ; +2.
R: Home, Swe, >nwy<, Den	; 6 ; -1 or Even DOR.
T: >ank<	; 0 ; Out of Game.

Press:

GM to ALL: Vote on FIR draw was 3 yes, 2 no, 1 NVR. Vote on FI draw was 4 yes, 1 no, 1 NVR. Vote on IGA draw was 2 yes, 3 no, 1 NVR. Vote on concession to Italy was 4 yes, 1 no, 1 NVR.

The FI and FIR draws and the concession to Italy were all repropoed. Please vote on each proposal with your next orders. Given the close defeats of 2 of these items, it is most important to remember that NMR's and NVR's both count as YES on the next vote.

Winter, 1906/Spring, 1907 moves are due July 17, 1992.

Your subscription expires with Issue # Archives

This is your last issue. _____

You are playing _____ in Gunboat game 1989 Erb.

You are playing _____ in Gunboat game 1992 ???.

You are listed as a Gunboat standby. _____

WAY Out of It!
(Subzine of Orphan Son)
Subissue #12

"ORIGINS"

WDoI #1 -- MN: 1991Rrb32

Spring 1901

Turkey: F ANK-bla, A con-BUL, A smy-CON
Russia: F SEV-bla, F stp-BOT, A mos-UKR, A war-SIL
Italy: F nap-ION, A rom-NAP, A VEN holds
England: F edi-NWG, F lon-NTH, A lpl-YDR
France: A mar-PIE, F bre-MAD, A par-PIC
Germany: F kie-HOL, A mun-RUH, A ber-MUN
Austria: F tri-ALB, A VIE holds, A bud-BER

CENTERS

Turkey (3): Con/Ank/Smy
Russia (4): War/Stp/Mos/Sev
Italy (3): Rom/Nap/Ven
England(3): Lon/Edi/Lpl
France (3): Bre/Mar/Par
Germany(3): Kie/Ber/Mun
Austria(3): Vie/Tri/Bud
Neutral : Bel/Bul/Den/Bre/Hol/Nwy/Por/Rum/Ser/Spa/Bwa/Tun

Press

Fra: The Russians are Coming, The Russians are Coming!
Ger-World: For Germany to do well in gunboat he must pick a single
target and stick to it. France...you're it. Subtle ain't it? But
of course everyone else must cooperate.

Notes

- 01) The Austrian player did not submit orders. Neutral orders were obtained from a disinterested party and a standby will be called.
- 02) This game is named after the first gaming con I attended (Origins in 1976).
- 03) White press is allowed in this game; with a little grey if noted as originating from Switzerland or Geneva. Observers are also encouraged to submit press and observations.
- 04) I hope everyone enjoys themselves!!!
- 05) The originally signed up player for France resigned before the game started. His replacement submitted orders for this season.

WAY Out of It!
(cont.)

I've been thinking more on my column two issues back. I discussed my feelings regarding federal funding for public broadcasting and my views on the funding of the arts. At the time that column was written, I hadn't resolved my (apparent) inconsistent beliefs. However, reflection over the past month has brought a solution.

It came to me after a lecture in my Texas government class. We had been discussing pornography and its regulation. (The prof was trying to show differences in municipal regulations and how something permissible in one community would be banned in another).

As an aside, the prof asked if anyone knew why publications like PLAYBOY and PENTHOUSE were allowed in most communities with little or no regulation. When no one could answer, the prof stated that they had 'socially redeeming value.' He explained that is why those publications pay big money for high quality reading material from well respected writers and world famous authors.

Applying this reasoning to funding of public broadcasting is simple. The PBS stations around the country have a considerable amount of 'socially redeeming value.' As Dan Hanson said in last issue's Mail Call, "many of the outstanding (key word) shows on public television would not stand much chance of it if they had to make a go of it on commercial television." Thus, the value of public broadcasting is shown -- and it should receive the funding.

Many of the controversial arts projects that have been funded, in my opinion, do not have socially redeeming value. They are (usually) one person's attempt at expression -- not an attempt to provide something to the community, or society. In fact, a number of exhibits seem to exist only to shock and offend others.

Maybe the National Endowment for the Arts should have, as part of the application project, a requirement that the social value of the work be explained. Failure to provide an adequate reason should result in the funding being denied. Might I say that this should be the primary part of the decision making process in providing funding. Of course, secondary concerns of how much it will cost (based on available funding), environmental impact, and such will also play a part in making a final choice.

I know the critics will cry censorship and state control of artistic expression. However, I know of no requirement that the government must provide funding or subsidy to an artist. Censorship can only exist when something is banned or previously promised support is withheld in attempt to control the outcome. Failure to provide funding is not censorship -- the artist is free to seek out other sources of funding or to create the art on his own terms.

Now that I've reached these conclusions, I am too late to write my congressman regarding the funding for public broadcasting. However, I am glad that they did pass the bill providing support to the excellent programming and shows that I enjoy on a daily basis.

Civilization PBM rules

All rules in the official "Rules of Play" for a full game apply as written except as modified by Sec. 25.0 for a six player game, the expanded trade card deck, and the following "House Rules". These house rules will only include those sections where this game differs from the official rules of play.

2.2 Mapboard

The GM will supply all players with a game map which with the exception of the flood plain area is identical to the official game map. The sole purpose of this GM supplied map is to provide the players with an alpha-numeric designation for all land areas and is not otherwise official. The alpha-numeric designations must be used by players in their orders for ship building and movement, population expansion, token movement, and city building.

5.7 Sequence Of Play

With the exception of "move succession markers on A.S.T." at turn #1 the following is the sequence of play for all game turns. All conditions are per "Rules of Play" unless specifically noted and all conditions allowed to be simultaneous will be so.

- 1- Trade
- 2- Acquire Civilization Cards
- 3- Move succession markers on A.S.T.
- 4- Collect taxation
- 5- Population expansion
- 6- Construct ships
- 7- Movement Note-Will be simultaneous
- 8- Conflict
- 9- Build cities
- 10- Remove surplus population
- 11- Acquire trade cards
- 12- Remove calamities

6.3.2 Revolt

The player with the most tokens in stock will receive the cities furthest from the initial starting area of the player suffering revolt.

7.4 Population Expansion

Players with insufficient tokens in stock to completely expand their population must indicate on their player turn sheet which land areas they are increasing in population. Unordered tokens in stock will be placed, to the maximum allowed by the rules, by the GM starting with those areas closest to the players initial starting area.

10.11 Movement

ALL Movement is simultaneous. Players must report movement on the player turn sheet giving the starting location, ending location, and number of tokens moved. Ship movement must give the entire movement path and include the location and number of tokens loaded and unloaded during a ships' movement.

It is assumed that tokens and/or ships not ordered to move will remain in place and need not be ordered to do so.

The number of reporting lines on the player turn sheet in no way limits the number of movements a player may make. Additional movements may be written on the back of the player turn sheet.

11.8.2 Surrender Of Cities

Conflict between tokens will always be settled first to avoid as best as possible the surrender of cities.

14.2 Reduction Of Unsupported Cities

Except as limited by 14.3 the cities reduced to provide support will be those at city sites allowing the maximum number of tokens to be placed on the board. In the event 2 or more cities can be replaced by the same number of tokens the city(s) furthest from the players initial starting area will be reduced first.

15.5 Acquire Trade Cards

All calamity cards have a "red" back and may not be traded. Players receiving a calamity card from stacks 6 to 9 will receive an additional draw from that stack immediately provided there is a card remaining to be drawn from that stack.

16.0 Trade

(GM notes. Trade is the hardest part of Civilization to accomplish by mail. For this reason player trading rules will be interpreted in the most liberal manner possible while still keeping within the

spirit of the game rules. Players may find it usefull to vioalte the rule against "showing" their hand of trade cards to other players when trading.)

16.3 Player trades must be given on the player turn sheet and must include: The player being traded with, the trade cards being given to that player (minimum of 3 trade cards), one trade card expected to be received, and the minimun point value acceptable for the trade cards to be received (it is assumed players will accept a higher point value than stated).

19.0 Calamities

All calamity cards are "red" backed.

19.6 The description of the modified calamities used in this game are given in section 22.2 of these rules.

20.1.1 Move Succession Markers On A.S.T.

For purposes of the GM turn report the A.S.T. consists of 17 columns numbered left to right 0 to 16. All players start the game in column 0 and the game ends when 1 or more players enter column 16.

22.1.2 Commodity Cards

The following table shows the number of cards of each commodity and their corresponding values when collected in sets.

Number of cards	1	2	3	4	5	6	7	8	9
Commodity									
Hides	1	4	9	16	25	36	49		
Ochre	1	4	9	16	25	36	49	64	
Papyrus	2	8	18	32	50				
Iron	2	8	18	32	50	72			
Timber	3	12	27	48	75	108	147	192	
Salt	3	12	27	48	75	108	147	192	243
Oil	4	16	36	64	100	144	196		
Grain	4	16	36	64	100	144	196	256	
Wine	5	20	45	80	125	180			
Cloth	5	20	45	80	125	180	245		
Silver	6	24	54	96	150				
Bronze	6	24	54	96	150	216			
Resin	7	28	63	112					
spices	7	28	63	112	175				

Number of cards	1	2	3	4	5	6	7	8	9
Commodity									
Dye	8	32	72						
Gems	8	32	72	128					
Ivory	9	36							
Gold	9	36	81						

22.2 Calamity Cards

22.2.1 All calamity cards have "red" backs and may not be traded to other players. The drawing player is the primary victim of any calamity drawn which will be resolved as follows.

22.2.4.2 If the primary victim has units adjacent to more than one volcano he will lose the units causing the least damage and/or are easiest to replace.

22.2.4.3 The city reduced will be one in an area with a city site capable of supporting the largest number of tokens.

22.2.5 The primary victim loses 9 unit points furthest from that players initial starting area. All players even with or further along the A.S.T. than the primary victim (minimum of 3) will lose an equal number of unit points up to a total of 20 points with the lost units determined as per the primary victim. Any player with a Pottery civilization card holding a Grain trade card must use it to reduce the unit losses by 4.

22.2.6.1 The primary victim will retain the 4 cities and 15 tokens closest to the players initial starting area. The nominee will be the player with the most units in stock.

22.2.6.4 The nominee will take over 2 cities and 5 tokens located furthest from the the primary victims initial starting area.

22.2.6.5 The primary victim will retain the 6 cities and 15 tokens closest to the players initial starting area.

22.2.8 ~~The~~ primary victim loses 16 unit points furthest from that players initial starting area. All players even with or further along the A.S.T. than the primary victim (Minimum of 3) will lose an equal number of unit points up to a total of 25 points with the lost units being determined as per the primary victim.

22.2.9.4 The cities reduced will be those easiest to rebuild.

22.2.10.4 There will be no reduction of cities of any other player besides the primary victim.

22.2.10.5 The cities reduced will be those easiest to rebuild.

22.2.11.1 The primary victim will lose 1 coastal city for each ship that player owns with the cities chosen being those easiest to replace.

(GM notes. The above calamity rules are designed to give the results normally occurring in face-to-face games. The making of all calamities non-tradable is to allow game turns to be resolved completely with each set of players orders. My greatest fear as GM is to have a turn where Famine, Civil War, and Epidemic all must be resolved which could take several months to do using the Rules of Play.)

24.0 Optional Rules

Optional rule 24.2 will be used but not 24.3.

Players are invited to submit questions, comments, or suggestions to the GM. The above rules are based on my experience at both face-to-face and play-by mail games of Civilization and while I have attempted to write rules that allow the game to be better played by mail and still remain true to the spirit of the rules nothing is "set in stone". I am always open to any ideas that will improve the playability or enjoyment of the game for the players. The game should be a test between the players, not between the players and the GM or the game system.

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The game map was supplied courtesy of Steve Parker.